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School of the Gyrfalcon



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The **School of the Gyrfalcon** is a school founded in the year 1359 by [Anika Marsir](#) with the help of the few survivors of the extinct [School of the Hawk](#). The school was founded under the premise to create a new generation of Witchers to fight the new monsters and the returning ones brought by the Second Conjunction.

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General Information	
Variation(s)	Gyrfalcon School Gyrfalcon School of Witchers
Nickname(s)	Gyrfalcons Falcons Birds of Prey (Only given to Witcheresses)
Type	Witcher School
Organization Information	
Predecessor	<i>School of the Hawk</i>
Foundation Year	1359
Status	Extant
Key Personnel	
Founder(s)	Anika Marsir
Leader(s)	Anika Marsir
Notable member(s)	Anika Marsir Christa Corentin Driscedos Siabhonn
Area of Activity	
Headquarters	Kaer Okleddol
Location	Hertch Mountains, Kaedwen
Area(s) served	Old Continent

Origins

The School of the Gyrfalcon arose one year after the **Second Conjunction**, created by Anika Marsir, an apprentice of the teachings of *Triss Merigold* due to the increase in the number of monsters and the emergence of new monsters and fauna brought forward by the Second Conjunction.

This school became the first Post-Second Conjunction to be founded, followed by the foundation of the *School of the Crane* in 1380 and the foundation of the *School of the Boar* in 1393.

History

The School of the Gyrfalcon signs off on the Witcher Reformation Act (1360)

The **School of the Fox** received word from **School of the Gyrfalcon** founder **Anika Marsir** interest in reviewing and signing of the Witcher Reformation Act. Grandmaster **Adalwulf** having been formerly a witcher of the **School of the Wolf** decided to make the journey accompanied by his sisters **Eishe of Vicovaro** and **Arrah of Verden**.

Characteristics

Anika gathered all the survivors from the Hawk's school and took them to the school she created, where they became teachers and mentors to a whole new generation of Witchers.

To complement all the teachings of the retired Witchers, Anika has, over the course of her travels across the Old Continent, assembled former soldiers to teach the aspirants new ways of combat, as well as to better teach them how to deal with all those humans who would inevitably mistreat them.

Training Regimen

This led Anika, in conjunction with all the retired soldiers and all the surviving Hawk Witchers, to devise a training and teaching regime that was unique to this school, expanding its duration to twenty years and dividing it into two phases, each with ten years.

- In the first ten years, the aspirants would learn everything they needed to learn in order to be able to travel and live peacefully among humans.
 - In these first ten years they would also learn how to fight humans and other humanoids, but first and foremost they would learn how not to do so.
 - It was in these first ten years that Anika and the other mages of the school would teach the history of the Old Continent as well as subject the apprentices to the most varied range of philosophical problems, so as to shape the minds of the students to the vision and morals upheld by the school.
- Only the best students from the first ten years would advance to the second ten years where they would finally undergo the normal mutations, as well as unique mutations brought in by Hawk's school survivors.
 - In these ten years, the surviving witchers would teach the apprentices to hunt and kill all those kinds of monsters that do not kill only to feed and those that do not kill only to defend themselves, those, the apprentices, would learn to preserve and defend, whenever possible.
 - It was in these last ten years that Anika and the other mages would teach the apprentices alchemy, how to brew the most varied collection of potions and how to perform the magical signs that were so necessary to a Witcher.

Morals

As the founder of the first Witcher School to be created Post - Second Conjunction, **Anika** had the freedom to define its moral views and political standpoints as she pleased. Her inspiration to learn magic, the late **Triss Merigold** was not the best example, after all, decades before, she betrayed her best friend **Yennefer** and tricked her lover **Geralt** into doing the same by sleeping with him in order to gain power and fame.

She found her answer while travelling the *World* and applied these ideals in the formation of the school.

- The *Gyrfalcons* tend to believe that every human, elf, dwarf and halfling is born as a moral blank slate, not good nor evil. That all villains are a product of environmental influences, such as upbringing, society, or maybe just an unlucky spot of brain damage. They don't deny that evil exists. They know it does, and regardless of their excuses, people who do bad things still have to bear full responsibility for their actions. However, since they don't believe anyone is naturally evil they believe that some spark of goodness will tend to remain within even the most black-hearted of characters and that redemption is always a possibility, although not easy to achieve.

But they also know that sometimes there are people that doesn't want to be redeemed and in that case they are not forgiving and treat him or her as a true villain.

When it comes to monsters, the *Gyrfalcons* refuse to slay those creatures that don't actually hurt people. They are compassionate and understanding. They know that some "monsters" are just trying to survive like everybody else. If a creature doesn't kill, or only kills in self-defense, the Gyrfalcon Witchers will choose to spare it's life most of the times.

Ranking System

Due to it's military ambient, this school has very defined rankings, each with it's own set of rules.

- **Witcher Initiate** - The young ones brought to the school were given the rank of Initiate when they began their training. Recruited from around the Old Continent, to avoid separating children from their parents, Anika instituted the rule that ordered that only orphans were to be brought to the school.
- **Witcher Apprentice** - After successfully passing through the first ten years of training the Initiates that remained were given this title before continuing their training. Those that did not complete the first years of training would be abandoned, they would become Witcher Farmers, Witcher Medics or, even Witcher Teachers. The choice, however, was always with the student that could leave the school if He, or She, wished so.
- **Witcher Professional** - After the last decade of training, those who survived the trials would receive the basic equipment of the school, his hair was cut clean by Anika, and his or her life in the path would begin.
- **Witcher Traveler** - After spending Eight straight Years in the path, a witcher Professional would be promoted to the rank of Traveler and would receive the enhanced equipment of the school.
- **Elite Witcher** - Mainly concentrating on Martial training, combat and Monster hunting, Elites engaged in combat more than either of the other ranks in the school, the Elite Witchers were often seen as the absolute masters of the Swords and the Signs. Focusing all their time and effort on honing their Witcher abilities. On the majority of the cases, after 12 years in the path a Traveler Witcher would be promoted to Elite Witcher with correspondent equipment.
 - **Christa** was the exception. The Witcheress never wanted to become a leader and always preferred to spend her year in the path, hunting, killing monsters and helping everyone She could, except those who did not deserve. This insistence to go to the field to the work enabled her to perfect her sparring and athletic skills, as well as the art of unarmed combat. She had such prowess in the Witchering trade that Anika and the retired witchers from the hawk school presented her with the Mastercrafted set of equipment as a reward and to the other students of the Gyrfalcon School she became known as **Witchering Master**.
- **Master Witcher** - Master Witcher was a rank given to wise and powerful Witchers. Reserved for those who had shown exceptional skill and devotion to The Path. A Witcher could only be awarded this position after spending, at least, 16 years in *The Path*.
- **Witcher Grand Master** - There can only be one Witcher Grand Master that is voted in unity. He or She is the epitome of Witchering Trade. Grand Masters participate in the education of all potential Witchers. They were also a vital addition to the state of the Gyrfalcon school and nurturing of the future of new Witchers. These Witchers employ every method they learned in the school and in the Path to ensure the survival and prosperity of the school. This Witcher only take the most dangerous contracts and only fights the rarest of creatures.

Mutations

Like it happened with other Witcher for centuries, the Gyrfalcon Witchers were also subjected to grueling mutations that changed them physically, physiologically and mentally, however, this school is known, also, for it's experimental and unique mutations.

- **Experimental Mutations:** The experimental mutations this school uses are the ones

the survivor Hawks brought with them, some of them it shares with other Witcher schools, but the most important ones, it keeps to themselves.

- **Female Mutations:** It is traditionally accepted that females do not survive the mutations that would make them Witcheresses. Anika however, had the theory that if girls were mutated at a more advanced age than the boys, they would have the same survival rate as them and she had the opportunity to both test and prove this theory when she founded her own school of Witchers.

Equipment

Swords

Unlike their predecessors of the School of the Falcon, the Gyrfalcons rejected the use of **harpes**, electing to instead return to the use of double-edged, straight swords. They employed however, what the Hawks learned and altered the profile of the blades of the swords they use.

Realizing that curved blades have a larger surface, and therefore greater cutting ability, Anika and the reformed soldiers came to the conclusion that a leaf-shaped blade would be ideal for their swords, as it was the best of both worlds, providing the cutting ability of a scimitar and the stocking power of a rapier.

With the profile of the blades decided, they then delved into the size of the school's swords. A long sword would be cumbersome and restrictive, making the use of signals too difficult, but, on the other hand, a short sword would take away the Witcher's reach, putting him in too much danger. This led the leaders of the Gyrfalcon school to decide in favor of bastard swords.

This was the perfect sword for the school's Witchers, as it would allow them to fight with only one hand every time they had to perform a signal or to fire their crossbow, as well as allowing them to fight with both hands for greater reach, leverage and for more power in their blows.

And so, after more than one year of intense research, Anika and the teachers at the school decided that the Witchers wearing the Gyrfalcon Medallion would use a Leafbladed Bastard Steel Sword and a Leafbladed Bastard Silver Sword.

Gyrfalcon Witcher Swords [Collapse]	
<div>Gyrfalcon Leafbladed Bastard Steel Sword - Base</div> <div>Rank Requirement: Professional Witchers</div> <div>Appearance: A simple leafbladed bastard sword design featuring a slightly curved quillon and rather plain iron blade, a black colored grip and a pommel featuring a medallion of a Gyrfalcon head's.</div> <div>Characteristics: This sword is made of a unit of leather straps to wrap the hilt, four iron ingots to form the blade, for the enchantments a unit of ruby dust and a vial of monster saliva, which increases the wielder ability to critically injure an oponent, as well as increasing the chances of causing bleeding on its target, as well as to make a witcher gain more knowledge</div>	<div>Gyrfalcon Leafbladed Bastard Silver Sword - Base</div> <div>Appearance: A simple leafbladed bastard sword design featuring a slightly curved quillon and rather plain Dark steel blade, a black colored grip and a pommel featuring a medallion of a Gyrfalcon head's.</div> <div>Characteristics: This sword is made out of two straps of leather, two silver ingots, a unit of ruby dust and a singular monster eye, it was enchanted to slightly give a specific increase in the intensity of Earth based magical signs, increases the chances of causing bleeding on its target by way of deeper cuts and to make a witcher gain more knowledge and skill when used to fight monsters.</div>

and skill when used to fight humans and non-humans.

Gyrfalcon Enhanced Leafbladed Bastard Steel Sword
Rank Requirement: Witcher Traveller

Appearance: The sword's grip has been rewrapped with two units of leather straps. A fuller now runs six inches from the base of the blade. The quillons are still slightly curved like the previous model.

Characteristics: Using the base sword to build off of, this sword is rebuilt with two leather straps around the hilt, two Dark steel ingots from the reforged blade, and the sword has been enchanted further using a unit of ruby dust, two monster claws to increase the wielder's ability to gain adrenaline for advanced witcher sword techniques and two vials of monster saliva for an increased chance of causing bleeding on its target and to make a witcher gain more knowledge and skill when used to fight humans and non-humans.

Gyrfalcon Superior Leafbladed Bastard Steel Sword
Rank Requirement: Elite Witcher

Appearance: The sword features a rewrapped leather grip made of two units of leather scraps on the hilt. The quillons are the same shape as its previous incarnation. The blade now features a bloodgrove 4/5ths from the crossguard up while maintaining the same Leafbladed profile as the other models.

Characteristics: Using the enhanced sword to build off of, this sword's blade is once again melted and three more dark steel ingots are added to the metal then reforged into the blade which is further reinforced and enchanted with the addition of a ruby, a monster tooth and two monster claws to further increase the chance to critically injure an opponent, as well as increasing the chances of causing bleeding and dismember its target, as well as to make a witcher gain more knowledge and skill when used to fight humans and non-humans.

Gyrfalcon Enhanced Leafbladed Bastard Silver Sword
Rank Requirement: Witcher Traveller

Appearance: The sword is similar in appearance to its base form its grip has been rewrapped with two units of leather straps and a fuller now runs six inches from the base of the blade.

Characteristics: Using the base sword to build off of, this sword is rebuilt with two leather straps around the hilt, two Meteorite silver ingots from the reforged blade, and the sword has been enchanted further using a unit of ruby dust, a lock of monster hair to further increase the intensity of the witcher's signs especially the Quen sign and a monster tongue for a chance of causing bleeding on its target and a monster's tongue, as well as increasing chances of causing bleeding on its target and to make a witcher gain more knowledge and skill when used to fight monsters.

Gyrfalcon Superior Leafbladed Bastard Silver Sword
Rank Requirement: Elite Witcher

Appearance: The sword features a rewrapped leather grip made of two units of leather scraps on the hilt. The quillons are the same shape as its previous incarnation. The blade now features a bloodgrove 4/5ths from the crossguard up while maintaining the same Leafbladed profile as the other models.

Characteristics: Using the enhanced sword to build off of, this sword's blade is once again melted and an adamantium ingot is added to the metal then reforged into the blade which is further reinforced and enchanted with the addition of a ruby, a monster heart, to further increase the intensity of the witcher's signs especially the Quen sign, and to give a specific increase in the intensity of Earth based magical signs, increases the chances of causing bleeding on its target by way of deeper cuts and to make a witcher gain more knowledge and skill when used to fight monsters.

Gyrfalcon Mastercrafted Leafbladed Bastard Steel Sword
Rank Requirement: Master Witcher

Appearance: The sword continues to feature a pitch black grip. The blade now features a fuller which featured runes 7/8ths of the way up the sword. The slightly curved quillons are now more twisted in pattern.

Characteristics: This sword's metal composite has been reinforced with the addition of two dimertium ingots, its hilt is wrapped with two units of leather scraps, for the enchantments the use of a flawless ruby, a ruby, a monster bone, and a monster's brain to increase the chance to pierce the armor of oponents, to further increase the chance to critically injure an oponent, as well as increasing the chances of causing bleeding and dismember its target, as well as to make a witcher gain more knowledge and skill when used to fight humans and non-humans.

Gyrfalcon Mastercrafted Leafbladed Bastard Silver Sword
Rank Requirement: Master Witcher

Appearance: The sword continues to feature a pitch black grip. The blade now features a fuller which featured runes 7/8ths of the way up the sword. The slightly curved quillons are now more twisted in pattern.

Characteristics: This sword's metal composite has been reinforced with the addition of two more dimertium ingots, its hilt is wrapped with a single unit of cured leather, for the enchantments the use of a flawless ruby, a ruby, a unit of powder monster tissue and a single monster brain to slightly increase the intensity of the the witcher's signs especially the Quen sign, to increase the chance to pierce the armor of oponents, to further increase the chance to critically injure an oponent, as well as increasing the chances of causing bleeding and dismember its target, as well as to make a witcher gain more knowledge and skill when used to fight monsters.

Gyrfalcon Grandmaster Leafbladed Bastard Steel Sword
Rank Requirement: Grandmaster Witcher

This sword is only wielded by the Grandmaster or Grandmistress of the School of the Gyrfalcon.

Appearance: The blade is etched with runes of power 5/6ths up the blade. The quillions take on a curved thin shape which are squared off at the ends. The pommel features a medallion with a Gyrfalcon head design.

Characteristics: This sword has been reinforced with the addition of incredibly two rare and expensive enriched dimeritium ingots to the metal, for the enchantments a sapphire, a unit of monster blood, a vial of monster saliva and a monster brain to increase the chance to pierce the armor of oponents, to further increase the chance to critically injure an oponent, as well as increasing the chances of causing bleeding and dismember its target, as well as to make a witcher gain more knowledge and skill when used to fight humans

Gyrfalcon Grandmaster Leafbladed Bastard Silver Sword
Rank Requirement: Grandmaster Witcher

This sword is only wielded by the Grandmaster or Grandmistress of the School of the Gyrfalcon.

Appearance: The blade is etched with runes of power 5/6ths up the blade. The quillions take on a curved thin shape which are squared off at the ends. The pommel features a medallion with a Gyrfalcon head design.

Characteristics: This sword has been reinforced with the addition of incredibly two rare and expensive enriched dimeritium ingots to the metal, for the enchantments a sapphire, a monster tooth, a vial of monster blood and a lock of monster hair to increase the intensity of the the witcher's signs especially the Quen sign, to increase the chance to pierce the armor of oponents, to further increase the chance to critically injure an oponent, as well as increasing the chances of causing bleeding and dismember its target, as well as to make a witcher gain more knowledge and skill when used to fight monsters.

and non-humans.	
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Armor

Combining elements of both the predecessor's school and of soldiers armors, a new lightweight armor was created.

- The Witcher Professional level gear features:
 - Torso: A white cotton, long sleeved padded jacket with a leather cuirass over it, a leather spaulder covered by a three-way leather baldric to carry a sword over their less dominant shoulder and a single belt around their hips with a pouch to carry their potions in.
 - Arms: Their gloves are fingerless except for the thumb, index and middle finger, the knuckle section is padded with hard leather which leads into a leather backed studded section that connects to leather bracers tightened with a two leather belts.
 - Legs: The gear features a pair of linen trousers with a strip of leather that runs down the the outside thigh. Leather kneecaps protect the Witcher's knees are connected to Knee-High leather boots which feature many belts complete the outfit.
- The Witcher Traveller level gear features:
 - A white cotton, long sleeved padded jacket with a leather cuirass over it a set of newly added studs, a darker leather spaulder that the initial gear covered by a three-way leather baldric to carry a sword over their less dominant shoulder and a double set of belts around their hips with pouches to carry their potions in.
 - Arms: Their gloves are fingerless except for the thumb, index and middle finger, the knuckle section is padded with hard leather which leads into a leather backed studded section that connects to leather bracers tightened with a two leather belts.
 - Legs: The gear features a pair of linen trousers with a strip of leather that runs down the the outside thigh. Leather kneecaps protect the Witcher's knees are connected to Knee-High leather boots which feature many belts complete the outfit.
- The Elite Witcher level gear features:
 - Torso: A white cotton, long sleeved, high neck, padded jacket with a Meteorite steel cuirass over it, a leather spaulder covered by a three-way leather baldric to carry a sword over their less dominant shoulder and a single plated belt draped around their hips with pouches to carry their potions in.
 - Arms: Their gloves are fingerless except for the thumb, index and middle finger, the knuckle section is padded with hard leather with newly added studs, which leads into a leather bracer over the right forearm and a metal bracer tightened with a two leather belts, over the left one.
 - Legs: The gear features a pair of padded trousers. Leather kneecaps protect the Witcher's knees and are connected to a pair of Knee-High leather boots. A single strip of metal is strapped around the front of the boot.
- The Master and Grandmaster Witcher level gear features:
 - Torso: A white cotton, long sleeved, high neck, padded jacket with a Meteorite steel cuirass over it and with full chainmail sleeves. Two leather plate covered

spaulders connected to a three-way leather baldric to carry a sword over their less dominant shoulder and a double set of plated belts draped around their hips with pouches to carry their potions in.

- **Arms:** Their gloves are fingerless except for the thumb, index and middle finger, the knuckle section is padded with hard leather with newly added studs, which leads into a leather bracer over the right forearm and a metal bracer tightened with a two leather belts, over the left one.
- **Legs:** The gear features a pair of padded trousers. Leather kneecaps protect the Witcher's knees and are connected to a pair of Knee-High leather boots. A single strip of metal is strapped around the front of the boot.

Crossbow

Taking the research and diagrams that the survivors of the Hawk School had and using the Zerrikanian Crossbow as a base, the Gyrfalcons developed the Falcon's Dive Crossbow which could fire a single projectile each time or could, with a crank and sprockets, be changed to fire multiple projectiles in rapid succession. And when it was not being used it could also be folded to fit in smaller holsters.

Guns

Following the example of the School of the Crane, the Gyrfalcons adopted early guns by the 17th century in their repertoire. This meant that the crossbow became nothing but a part of their museum.

Combat Style

Fighting Style

The fighting style taught by the **Gyrfalcon School** is completely unique and altogether different from the fighting styles of all the other Witcher Schools that came before and afterward.

While all the other Witchers seem to dance and sway when they fight, performing expansive and flamboyant movements, the Gyrfalcons are different.

As is the case with all Witchers, Falcons perform both simple and complex movements, yet they are taught to be extremely effective and highly efficient. They are taught not to waste time on senseless moves, useless feints and mindless flourishes that do nothing to help them in a fight.

Gyrfalcons are taught by the retired soldiers that train them, that the only goal in a swordfight is to cut, cut the opponent without haste, be quick and objective in the achievement of that goal. Only defeating the enemy matters, all else are distractions and could cause the death of the witcher or of the someone he or she are helping.

Signs

The Gyrfalcons use all the signs known to the rest of the witchers, however they also inherited the signs that the Hawk school created with the help of Gemmerian mages and that the survivors brought to the school. Between these signs was a variant of Aard that made the air around the witcher thinner which allowed the witcher to move faster than his/her opponent.

Alchemy

Potions

Import of knowledge from the survivors and recipes from the School of the Hawk, afforded the witchers of the school of the Gyrfalcon, the ability to create never seen before potions such as:

- **Cyflymder** is a potion that increases the witcher speed for a duration of two hours.
- **Ymwrthedd** When drunk, this potion increases the witcher's stamina for forty minutes.

- Hebfino For a duration of half an hour this potion stops the witcher to ever tire.
- Falcon Eyes An improved version of the Cat potion that grants 25% more night vision and distance than the cat does.

Bombs

Like all witchers, they use bombs to kill certain monsters, further developments in bomb technology were brought to them from the Hawk survivors, so they got ahold of bombs never used by other witchers before, improving their monster hunting capabilities.

Sustenance of the School

When Anika founded the Gyrfalcon school, the sorceress was careful to ensure that her school was completely autonomous, self-sustained and self-governing. Uninfluencable by external forces and interests.

She created rules that ensured the equal distribution of all winnings earned from contracts and monster hunts among all the members of the school.

This way she made sure that all the witchers would be capable of surviving the year round in the Path, and that at the end of each year they would have a well maintained, healthy and thriving school to return to.


This rule is the reason why this school does not depend or requires the approval of any kingdom or nation, not even *Kaedwen*, as the school owns the keep formerly known as *Kaer Morhen*.

Horse Breeding

TBA


Known Members

Founder and Leader of the School

Portrait	Name	Race	Nationality	Term of Service	Fate
	Anika Marsir	Human	Koviri	1359-????	Active Service

School Mages

Throughout her journeys, Anike gathered a restrict group of mages and Sorceresses that helped her achieve her ojective of creating a Witcher School and then joined her as Mages, Teachers, Scientists and sometimes as Diplomats.

Portrait	Name	Race	Nationality	Term of Service	Fate
	Husald	Human	Gemerian	1359-????	Active Service

						
	Thughua	Half-Elf	Nilfgaardian	1360-????	Active Service	
	Erlaes	Elf	Aen Seidhe	1359-????	Active Service	
	leghae	Human	Temerian	1359-1400?	Status unknown Ø	
	Siabhonn	Merpeople Sea Witch	Great Sea Civilization	1388-????	Active Service	

Retired Soldiers

To improve the apprentices training, Anika gathered some retired soldiers from across the Continent and Skellige and brought them to Kaer Okleddol to become swordplay, combat and war trainers.

Portrait	Name	Race	Nationality	Term of Service	Fate
	Driscedos	Human	Temerian	1359-???? (As a Witcher Trainer)	Retired as Soldier Active as Trainer
	Omori Ryu	Human	Okamese	1359-???? (As a Witcher Trainer)	Retired as Soldier Active as Trainer

		Ridlol	Human	Koviri	1359-???? (As a Witcher Trainer)	Retired as Soldier Active as Trainer
		Hydalrey	Human	Aedirnian	1359-???? (As a Witcher Trainer)	Retired as Soldier Active as Trainer
		Cerbat Edigg	Human	Cintran	1359-???? (As a Witcher Trainer)	Retired as Soldier Active as Trainer
		Crogrid	Human	Kaedwenian	1359-???? (As a Witcher Trainer)	Retired as Soldier Active as Trainer
		Redonerd	Human	Lyrian	1359-???? (As a Witcher Trainer)	Retired as Soldier Active as Trainer
		Einofo Craite	Human	Skelliger Clan Craite	1359-???? (As a Witcher Trainer)	Retired as Soldier Active as Trainer
		Tarter Kraros	Human	Rivian	1359-???? (As a Witcher Trainer)	Retired as Soldier Active as Trainer

	Koindad	Human	Verdenian	1359-???? (As a Witcher Trainer)	Retired as Soldier Active as Trainer
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Hawk School Survivors

As a successor of the Hawk School the Gyrfalcon recieved some of it's survivor Witchers that it then employed as trainers.					
Portrait	Name	Race	Nationality	Term of Service	Fate
	Cornelius of Assengard	Witcher	Assengard	1359-???? (As a Witcher Trainer)	Retired as Witcher Active as Trainer
	Emil of Cintra	Witcher	Cintrian	1359-1362 (As a Witcher Trainer)	Deceased †
	Eirvuzeed	Witcher	Zerrikanian	1359-???? (As a Witcher Trainer)	Retired as Witcher Active as Trainer
	Neilwunhealt	Witcher	Nilfgaardian	1359-1372 (As a Witcher Trainer)	Deceased †
	Kruacielt	Witcher	Lyrian	1359-???? (As a Witcher Trainer)	Retired as Witcher Active as Trainer

	Iestyn Glace	Witcher	Kaedwenian	1359-1372? (As a Witcher Trainer)	Status unknown ∅	
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Witchers

Master Witchers

Portrait	Name	Race	Nationality	Term of Service	Fate	
	Corentin	Half-Elf (Previously) Witcher (Currently)	Nilfgaardian	1383-1408	Retired	
	Naishen	Human (Previously) Witcher (Currently)	Cidarian	1383-1415?	Status unknown ∅	

Honorary Master Witcher

Picture	Name	Race	Nationality	Term of Service	Fate	
	Christa	Human (Previously) Witcher (Currently)	Cidarian	1383-????	Active Service	

Elite Witchers

Portrait	Name	Race	Nationality	Term of Service	Fate	
	Pizmetac	Human (Previously) Witcher (Currently)	Temerian	1383-????	Active Service	
		Human				

		Hravrand	(Previously) Witcher (Currently)	Cidarian	1383-????	Active Service
		Zeshefie	Human (Previously) Witcher (Currently)	Redanian	1383-????	Active Service
		Eloreg	Half Elf (Previously) Witcher (Currently)	Nilfgaardian	1403- 1453?	Status unknown ∅
		Liadi	Human (Previously) Witcher (Currently)	Nilfgaardian	1394- 1408	Retired
		Escond	Human (Previously) Witcher (Currently)	Gemeria	1403- 1453	Deceased †

Witcher Travellers

Portrait	Name	Race	Nationality	Term of Service	Fate
	Mirdreh	Elf (Previously) Witcher (Currently)	Aen Ghele	1391-????	Active Service
	Darsald	Human (Previously) Witcher (Currently)	Ofir	1388- 1415?	Status unknown ∅

		Adinda	Human (Previously) Witcher (Currently)	Lyrian	1403- 1413	Deceased †	
		Xofarr	Human (Previously) Witcher (Currently)	Soddener		Active Service	
		Sarih	Human (Previously) Witcher (Currently)	Hengforsian	1383- 1403?	Status unknown ∅	
		Gervulint	Half-Elf (Previously) Witcher (Currently)	Nilfgaardian		Deceased †	
		Watsuji Aneko	Human (Previously) Witcher (Currently)	Okamese		Active Service	

Witcher Professionals

Portrait	Name	Race	Nationality	Term of Service	Fate	
	Methlys	Human (Previously) Witcher (Currently)	Verdenian		Status unknown ∅	
	Chosri	Elf (Previously) Witcher (Currently)	Aen Manche		Active Service	

	Oidrizik	Human (Previously) Witcher (Currently)	Koviri		Deceased †	
	Neeltje	Elf (Previously) Witcher (Currently)	Aen Woedde		Active Service	

Witcher Apprentices

Portrait	Name	Race	Nationality	Term of Service	Fate
	Olurend	Human (Previously) Witcher (Currently)	Aedirnian		Actively Training
	Aslivy	Human (Previously) Witcher (Currently)	Cintran		Actively Training
	Ogreलग	Half-Elf (Previously) Witcher (Currently)	Cidarian		Actively Training
	Sezonthi	Human (Previously) Witcher (Currently)	Cintran		Actively Training

School Spymaster

The resident master-in-charge of coordinating the school's spying efforts abroad

- Ferdinand Hooren [The Redaninan born master of spies for the School of the Gyrfalcon.]

School Librarian/Loremaster and staff

The resident scholar-in-charge of maintaining the School's library and acquiring new relevant knowledge.

- Erno Of Kaedwen [Kaedwenian Scholar that joined the school.]
- Nabrezit [A young Verdenian that serves as Jalest's assistant both at the library and during his lessons.]

Recruitment and Retrieval Squads

Squads that were sent out into the world at times to acquire orphans, to go through the conversion process. They would also recruit for the School such as mages, smiths and associates. They would usually go out with the other witchers come spring, returning after they got all the marks they intended.

- Former Witcher
 - Cornelius of Assengard
- Retired Soldier
 - Omori Ryu
- Mages
 - Husald
 - Thughua
 - Erlaes
- Associates
 - Yourtard Ornal [Dwarf]
 - Rosamunda Farheimer [Halfling]
- Blacksmiths
 - Frittidr an Tordarroch
 - Motelven Of Cidaris

Blacksmiths

Responsible for the creation and sale of Witcher gear and swords usually exclusively to members of the school and (sometimes) to approved members of other schools.

- Frittidr an Tordarroch [A Grandmaster level Skelliger Weaponsmith and runic inscriptionist that works to create most of the School's Witchers weapons.
 - Rhamana Zoleigge [One of Frittidr's apprentices, this Dwarf was the first apprentice to be recruited by Him.]
 - Zulfrin Gotthoff [One of Frittidr's apprentices, this Gnome was the second apprentices to be recruited by Him.]
 - Youride Kraibrenn [One of Frittidr's apprentices, this Temerian was the third apprentice to be recruited by Him.]
- Motelven Of Cidaris [A Grandmaster level Cidarian Armorsmith that works to create most of of the School's Witchers Armors.
 - Yundruc Of Riverside [One of Motelven's apprentices, this Redanian was the first apprentice to be recruited by Him.]
 - Svigrot Of Daevon [One of Motelven's apprentices, this Kaedwenian was the second apprentice to be recruited by Him.]
 - Eilririns [One of Motelven's apprentices, this Verdenian was the third apprentice to be recruited by Him.]

Allies

- **Gemerian Mages:** These Mages were part of and allies of the Hawk School and their alliance extended to the Gyrfalcon School.
- **Human Kingdoms**
 - Cidaris
 - Skellige
 - Clans
 - Clan an Craite
 - Clan Tordarroch
 - Clan Tuirseach
- **Humanoids/Nonhumans**
 - Dryads

- **Dwarves**
- *Elves*
 - **Aen Seidhe**
- **Gnomes**
- **Half-Elves**
 - **Quarter-Elves**
- **Halflings**
- **Hamadryads**
- **Vrans**
- **Werebbubbs**
- **Great Sea Civilization**
 - **Merpeople**
 - **Nereids**
 - **Marine Sorceresses**

- **Witcher Schools**

- **School of the Fox:** The relation with the Fox School comes mostly because of everything **Adalwulf of Aedirn** made for his fellow Witchers and for the Witchering trade.
- **School of the Dragon:** After **Christa** and **Anika Marsir** made contact with some Dragon Witchers and with their moral code in the *Far East*, during one of their travels, the relation between the two schools grew to become one of true admiration, respect and camaraderie.
- **School of the Owl**
- **School of the Crane:** This two schools don't maintain any formal relation but view each other as allies.
- **School of the Lynx:** As this school is an attempt to make the Cat school better, they have the Gyrfalcons respect.
- **School of the Boar:** Their close relation comes from the fact that both are some of the first Witcher schools to be founded after the *Second Conjunction*.

Neutral

- Witcher Schools
 - **School of the Viper:** The Gyrfalcons don't agree with their methods and don't have any kind of relation with them, but they also don't hostile the Viper Witchers because they understand that sometimes killing a king is the lesser evil.
- Human Kingdoms
 - Skellige
 - Skelliger Druids: They don't agree with their world views and don't understand their religion but don't hostile them, always treating them with respect and some deference.
 - **Crow Clan**
 - **Crowmother**
 - **Axel Three-Eyes**

Enemies

- **Rogue Witchers**
- **Human Kingdoms**
 - **Skellige**
 - *Clans*
 - **Clan Brokvar**
 - **Clan Dimun**
 - **Clan Drummond**

- [Vildkaarl](#)
- [Terror Crew](#)

- [Nilfgaardian Empire](#)
- [Redania](#)

- [Demons](#)
- **Hostile, non-sentient monsters**
- [Mage Hunters](#)
- **Witcher Hunters**
- Remnants of the [Eternal Fire](#)

Trivia

- The school's beliefs regarding humans, dwarves, elves and halflings are the Witcher Universe equivalent to [Rousseau Was Right](#).
- Many people compare the School of the Gyr Falcon with the Crane School as both are the biggest post Second Conjunction Schools to defend the Old Continent, even though their Witchers almost never cross paths.
- Throughout its history, this school has endeavoured to be equalitarian in every single way, constantly striving to recruit the same number of men and women which makes this school extremely progressive for the time.
- Determined to put an end to the *Law of Surprise* once and for all, the leader and founder of the school, **Anika Marsir**, refuses to accept children that were taken away from their parents or other relatives. Simultaneously, she instituted the rule that only allows the recruitment of boys and girls who are orphans and have no family left at all.
- Due to the extinction of most of the witcher schools on the Continent, the Gyr Falcon School became one, encompassing other territories beyond the Northern Kingdoms and Nilfgaard in the Old Continent. Something that the reconstructed surviving schools would imitate later on.

Notes

- Free editing article, as long as you respect the lore posted by others and add your username to it in the writer tag.

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